Application No. 09/742,720
Amendment dated July 13, 2004
Reply to Office Action dated April 13, 2004
Express Mail EV406652125US

Amendments to the Specification:

Please replace paragraph [0005] of the specification with the following amended paragraph:

[0005] In a typical local socket connection, the client writes data to a socket connection, and the socket connection copies the data into the server kernel. As will be readily understood by one of ordinary skill in the art, connection oriented protocols, such as TCP/IP, typically break the data into packets. The protocol allocates a buffer for the network header and check sums the data. Headers must be ~~places~~ placed on each data packet, and each packet must be queued either onto the network device, or, if the connection is local, to "loopback software." As will be readily understood by one of ordinary skill in the art, "loopback software" is a conventional software which mimics a network device for local data transfers. Thus, clients and servers may transfer data using the same process without regard to whether a connection is local or through a network. Each data packet is then processed, the network header is removed and the header and data sum are checked for accuracy. Then the protocol finds the socket, queues the data, and disconnects.

Please replace paragraph [0010] of the specification with the following amended paragraph:

[0010] An advantage of this approach is that the connection oriented protocol is bypassed for data transfer only when connection oriented protocol is not necessary, namely when the connection is local. However, if the connection is not local, a conventional socket connection is formed. Thus, performance for local connections is greatly improved without having to rewrite applications to use sockets that do not ~~used~~ use connection oriented protocol, such as UNIX-domain sockets. In addition, local and network clients are supported by the invention.

Please replace paragraph [0012] of the specification with the following amended paragraph:

[0012] Yet still further, the method involves synchronizing the client and the server to check for compatibility. Some local clients may not be compatible with the server. In such a case, it may be necessary to ~~connection~~ connect using conventional connection oriented protocol. For

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example, some local clients may have sockets of a different type from that used on a server, for example, sockets or TLI connections. If the sockets or comparable Interprocess Communications Facilities are incompatible for a direct connection, connection oriented protocol is necessary for successful data transfer. Therefore, the invention provides for setting the pointers to null and allowing the conventional connection using connection oriented protocol to remain for data transfer when the sockets or comparable Interprocess Communications Facilities are incompatible. However, if the client and the server are compatible, pointers are set at the socket level to allow data transfer bypassing the connection oriented protocol.

Please replace paragraph [0021] of the specification with the following amended paragraph:

[0021]   Figure 5 is an overview diagram of the method and system described herein where the client and server are on a single system, and pointers are set to the client and server sockets by-passing bypassing connection oriented protocol.

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